

INSTRUCTION BOOKLET

# CARMAGEDDON 64

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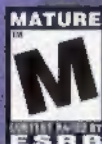
NINTENDO<sup>64</sup>



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**MATURE (17+)**

Animated Violence  
Animated Blood and Gore

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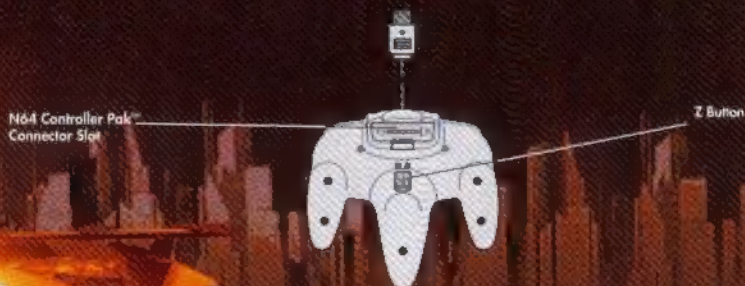


# Operating the Game Controller

## N64 Controller™



## Back of Controller



Start -	Pause/unpause/ menu
Control Stick -	Steering
A Button -	Accelerate
B Button -	Brake/Reverse
C Up Button -	Use pickup
C Right Button -	Cycle through collected/stored pickups
C Left Button -	Cycle through camera view/reverse camera view when backing up.
C Down Button -	Wheelspin
Z Button -	Handbrake
R Button -	Repair - Hold down to slow repair. Double press to Full Repair
L Button -	Recover

## CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.





## Starting the Game

Insert the Game Pak into the NINTENDO 64 (Make sure it is properly inserted) and then turn the Control Deck power ON.

Do not touch the Control Stick when turning the Control Deck Power ON. When the Title screen appears, press START or the A Button and the Game Mode Selection Screen will be displayed.



NOTE: Various selection screens will be displayed throughout the game. Use the START or A Button to make selections on the screen. To cancel a Selection and return to the previous screen press the B Button.



Select which game type you wish to play.



## **CARMAGEDDON**

Race through a series of races and missions to win the Ultimate Prize!

## **QUICK START**

Drops you right into a game with a default car and track.

## **HEAD TO HEAD**

Play in three different multiplayer game types against your friend.

## **PRACTICE**

Don't know how to play Carmageddon? Well come here and let me show you.





# Game Modes

## CARMAGEDDON

You must complete a series of 40 races and missions against 21 other vehicles. The rules of Carmageddon are very simple: To win a race you can either:

1. Go round the track and pass through each checkpoint in order. (Boring!)
2. Waste all the other opponents (Leaving you the only player on the track and as such you **MUST** be the winner!)
3. Splat all the zombies on the level. (Great fun – but some of those pesky zombies are hidden away!)

You **MUST** complete a race with a positive amount of cash or the race will be deemed uncompleted.

Other than that there are no rules to Carmageddon. Go out there and do whatever you like. Break away from those shackles that society places around your ankles and go Kick some butt.





## SELECT DRIVER

When you first start Carmageddon you will be able to choose between Max Damage or Die Anna.

## SELECT RACE

Once you have selected your vehicle the Race Select screen will appear. Initially you can select Race 1, 2 or 3. Once you have completed all the races Mission 1 will appear. Complete Mission 1 and you will be taken to the next group.



## WRECKS GALLERY

When you have finished a race you own the wrecks of any cars you have wasted during the race. These Wrecks can be repaired, scrapped or sold for hard cash. If you already have 6 cars in your garage then you will not be able to repair any wrecks until you have sold one of the other cars in the garage.



## Quick Start

The quickest way to play Carmageddon 64! Choosing this option will automatically select the Eagle and select the next uncompleted race for you. Nice and easy, one button press and you are racing.

## Head-To-Head

Want a bit of revenge? Challenge your friend to compete Head-to-Head. There are 3 different types of multiplayer games in Carmageddon 64.

## Driven To Destruction

Be the first to destroy your human opponent – but don't get killed yourself!

## Eliminator

Win this by being the first to splat 50 zombies.

## Checkpoint Stampede

Race through every checkpoint in the level in any order. The first player to achieve this wins the race.





# Screen Display



## HUD

1. **Speedo**

2. **Lap Counter** The number of laps completed and how many remain (1/4)

3. **Damage Indicator** Shows how much damage has been done to your vehicle

4. **Gear Indicator**

5. **Checkpoint Counter**

The number of checkpoints passed (1/4) in the current lap and the distance remaining

6. **Wasted Counter** Number of vehicles left to waste

7. **Zombie Counter** Number of zombies that are on the road and have not yet been killed



## Radar

This is a very important part of the HUD. It shows you the location of all the other vehicles in the race and also the location of the next checkpoint. The white dots are other vehicles and the blue dot is the next checkpoint. The shape of the radar directly corresponds to the center of your vehicle. When you see a dot (of whatever color) inside the circle that means it is within the viewing distance of the camera you are driving. If the dot is on the outside of the circle it means the vehicle is no longer in Yellow's distance.



## Powerups

### Instant Powerups

These are powerups that's you want immediately on race track (Boosting, Nitro, etc)

### Usable powerups

These are powerups that you can collect and use manually from the steering wheel





## Options

### Music Volume

Adjust the Music volume

### Sound Volume

Adjust the Sound volume

### Music Test

Test the Music volume and the Music file

### Sound Test

Test the Sound volume and the Sound file

### Controller Config

Adjust the Controller configuration

### Controller Path

Adjust the Controller file name



# Credits

## Sci-Fi

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**Manual Layout Design**

Tracie D.

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Onions

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**Executive Director**

Paul Hibbard

**Chairman**

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**Producer**

Shawn Jacoby

**Marketing Manager**

Kevin Johnston

**Director**

Jeremy Bennett

## Special Thanks To:

**Admin support,  
Production, Finance,  
Sales & Marketing**

Katy, Keith,  
Dave, Joey,  
Trish, Bill,  
Nicole, Bill and  
Jana

**Original Artwork**

Tracie D.



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- Title of product
- Platform

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Interplay Entertainment Corp. Technical Support: 252-2620  
16815 Karyman Avenue  
CA

## HOW TO REACH US ONLINE

INTERNET E-MAIL: [techsupport@interplay.com](mailto:techsupport@interplay.com)

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a fanatic web of gamers all over the world into feel

hype, no just great games,

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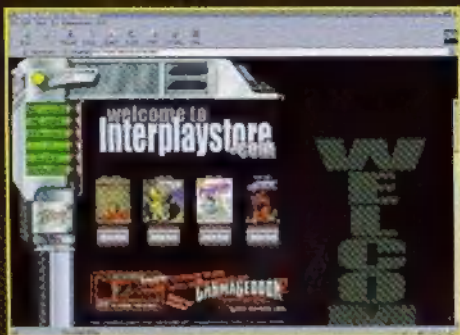
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